

1. A method for adapting a legacy software application developed for an environment comprising a centralized computing resource interconnected to a series of computer terminal devices to a network environment wherein said network environment comprises a system of distributed, interconnected network computing resources, said method comprising the steps of:

creating source code and executable code for said initial legacy software application and ;  
utilizing said source code to produce a series of software components for providing the functionality for interaction with the executable code, said components being executable by at least one of said computing resources in said network environment, and wherein upon execution, said computing resource is caused to interconnect with the executable code of said legacy software application over said network so as to interact with said legacy software application in the transmission or receipt of information to and from said legacy software application.

2. A method in accordance with claim 1 wherein the legacy software application includes interface specification definitions which include definitions of screen formats, the step of producing the series of software components further comprising generating a series of user interface software components from the screen format definitions, the user interface software components being arranged for execution on the network computing resource to provide a graphical user interface providing at least data entry and display facilities of the interface specification definitions.

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4. A method in accordance with any previous claim, comprising the step of generating client interface components, the client interface components being arranged to interact over the network with the legacy software application.

5. A method in accordance with claim 4, the client interface components include a user input object which is arranged to receive data input by a user of the network computing resource and transmit the data to the legacy application, over the network.

6. A method as claimed in any previous claim wherein said series of software components are loadable and executable by an Internet Browser.

7. A method as claimed in any previous claim wherein said series of software components comprise Java code applets.

8. A method as claimed in any previous claim wherein said series of software components are executable by scripting languages running on said network computing resource.

9. A method as claimed in any previous claim wherein said source code includes a series of data fields and said series of software components include object oriented methods for setting or obtaining values of said series of data fields.

10. A method as claimed in any previous claim wherein said network environment comprises the Internet network.

11. A method as claimed in any previous claim wherein said network environment utilizes TCP/IP transfer protocols.

12. A method as claimed in any previous claim, wherein said source code is written in a 4GL language.

13. A method as claimed in claim 12 wherein said source code is written in the LINC language.

14. A program storage device readable by a machine,

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tangibly embodying a program of instructions executable by the machine to perform method steps for adapting a legacy software application developed for an environment comprising a centralized computing resource interconnected to a series of computer terminal devices to a network environment wherein said network environment comprises a system of distributed, interconnected network computing resources, said method comprising the steps of:

5  
10 creating source code and executable code for said initial legacy software application and;

utilizing said source code to produce a series of software components for providing the functionality for interaction with the executable code, said components being executable by at least one of said computing resources in said network environment, and wherein upon execution, said computing resource is caused to interconnect with the executable code of said legacy software application over said network so as to interact with said legacy software application in the transmission of receipt of information to and from said legacy software application.

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20 15. A program storage device in accordance with Claim 14, wherein the legacy software application includes interface specification definitions which include definitions of screen formats, the method further comprising the step of generating a series of user interface software components from the screen format definitions, the user interface software components being arranged for execution on the network computing resource to provide a graphical user interface providing at least data entry and display facilities of the screen format.

25  
30 16. A program storage device in accordance with claim 15, wherein the interface software components are arranged to generate forms corresponding to forms generated by the legacy software application.

35 17. A program storage device in accordance with any

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one of claims 14 - 16, the method further comprising the step of generating client interface components, the client interface components being arranged to interact over the network with the legacy software application.

5 18. A program storage device in accordance with claim 17, wherein the client interface components include a user input object which is arranged to receive data input by a user of the network computing resource and transmit the data to the legacy application, over the network.

10 19. A program storage device in accordance with any one of claims 14 to 18 wherein said series of software components are loadable and executable by an Internet Browser.

15 20. A program storage device in accordance with any one of claims 14 to 19 wherein said series of software components comprise Java code applets.

20 21. A program storage device in accordance with any one of claims 14 to 20 wherein said series of software components are executable by scripting languages running on said network computing resource.

25 22. A program storage device in accordance with any one of claims 14 to 21 wherein said source code includes a series of data fields and said series of software components include object-oriented methods for setting or obtaining values of said series of data fields.

23. A program storage device in accordance with any one of claims 14 to 22 wherein said network environment comprises the Internet network.

30 24. A program storage device in accordance with any one of claim 14 to 23 wherein said network environment utilized TCP/IP transport protocols.

25. A program storage device in accordance with any one of claims 14 to 24 wherein said source code is written in the LINC language.

35 26. A program storage device in accordance with any

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one of claims 14 to 25 wherein said terminal screen definitions are written in a screen control language.

27. A method for adapting a 4GL legacy software application including template definitions from which a  
5 legacy software application can be generated, comprising the steps of;

utilizing said template definitions to produce a series of software components, said components being executable by at least a computing resource in a network  
10 environment comprising a system of distributed, interconnected network computing resources, and wherein upon execution, said computing resource is caused to interconnect with the 4GL legacy software applications so as to interact with the legacy application in the  
15 transmission and receipt of information to and from the legacy application.

28. A system for adapting a legacy software application developed for environment comprising a centralized computing resource interconnected to a series  
20 of computer terminal device to a network environment, wherein said network environment comprises a system of distributed, interconnected network computing resources, the system comprising;

means for creating source code and executable code  
25 for said initial legacy software application and;

means utilizing said source code to produce a series of software components for providing the functionality for interaction with the executable code, said components being executable by at least one of said computing resources in  
30 said network environment, and wherein upon execution, said computing resource is caused to interconnect with the executable code of said legacy software application over said network so as to interact with said legacy software application in the transmission or receipt of information  
35 to and from said legacy software application.

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29. A system as claimed in claim 28, wherein the legacy software application includes interface specification definitions which include definitions of screen formats, the means for producing this series of software components including means for generating a series of user interface software components from the screen format definitions, the user interface software components being arranged for execution on the network computing resource to provide a graphical user interface providing at least data entry and display facilities of the interface specification definition.

30. A system in accordance with claim 29, wherein the interface software components are arranged to generate forms corresponding to forms generated by the legacy software application.

31. A system in accordance with any one of claims 28 to 30, the means for producing the series of software components including means for generating client interface components, the client interface components being arranged to interact over the network with the legacy software application

32. A system in accordance with claim 31, the client interface components including a user input object which is arranged to receive data input by a user of the network computing resource and transmit the data to the legacy application, over the network.

33. A system in accordance with any one of claims 28 to 32, wherein said series of software components are loadable and executable by an Internet Browser.

34. A system in accordance with any one of claims 28 to 33, wherein the series of software components comprise Java code applets.

35. A system in accordance with any one of claims 28 to 34, wherein said series of software components are executable by scripting languages running on said network

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computing resource.

36. A system in accordance with any one of the claims  
28 to 35, wherein said source code includes a series of  
data fields and said series of software components include  
5 object orientated methods for setting or obtaining values  
of said series of data fields.

37. A system in accordance with any one of claims 28  
to 36, wherein said network environment comprises the  
Internet network.

10 38. A system in accordance with any one of claims 28  
to 37, wherein said network environment utilizes TCP/IP  
transfer protocols.

39. A system in accordance with any one of claims 28  
to 38, wherein said source code is written in at 4GL  
15 language.

40. A system in accordance with any one of claims 28  
to 39, wherein said source code is written in the LINC  
language.